GEAR UP for GAMES!

Games to Build
EXECUTIVE FUNCTION SKILLS

Therapro®

Trunks: The Game of Motor-Memory
THP1520

Snapshot

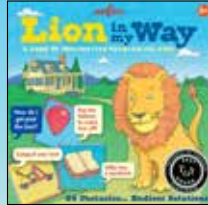**Age:** 5-Adult **Players:** 2-8 players **Skill Area:** Working Memory

Objective

Collect pieces of the elephant's trunk by remembering and performing a motor sequence; the first player to collect all 4 pieces off the elephant's trunk wins!

Adaptations & Modifications

- Target handwriting; players write each step as they go, write a summary at the end about their own motor sequence, or write about their favorite move!

- Target executive function; teach strategies for remembering and sequencing as you play.

- Change the difficulty; use the built in levels system to make the game easier or harder, use or don't use the action cards, use the alternative game plays described in the game instructions!

- Elicit language skills; players describe what actions other players are doing. Alternatively, change game play so that the player drawing the card has to direct other players to do the action.

- Target team building; work together to create a Trunk sequence!

- Make it virtual; Trunks is easily adaptable for virtual game play, simply draw and display the card to players virtually! The alternative game play, Duel of Duel Memories, described in the instructions manual makes for a fun and exciting virtual group game!

Lion In My Way: A Game of Imaginative Solutions THS73701

Snapshot

Age: 3+ **Players:** 2-5 players **Skill Area:** Planning & Problem Solving

Objective

Use your creativity to overcome the obstacles that are blocking your path home.

Adaptations & Modifications

- Elicit language skills by expanding game play; ask WH questions like "What is in the way?", "Where are we going".

- Target handwriting and/or language skills; write or tell a story about "My crazy trip home". Add in sequencing by asking what happened first, what happened second, etc.

- Change the difficulty. Preview the tools and what they could be used for prior to starting the game. Use fewer or more path cards.

- Target cooperative problem solving by using just one set of tools, everyone works together to come up with the solution.

- Target flexible thinking by only offering one tool card, players must figure out a way to solve the problem using just this tool!

- Make it virtual; start with a set of tools and project those to all players. Display the first path card and describe the obstacle that players must overcome. Players take turns choosing one tool from the pool and describing how they would use it to overcome the obstacle. The group picks a winner and the tools pile is refreshed. Continue until you have made it home!

Hoppers
THP13005

Snapshot

Age: 7+ **Players:** 1 player **Skill Area:** Planning & Problem Solving

Objective

Frogs are set up on the game board according to the chosen puzzle. Frogs are removed when another frog hops over them. The puzzle is solved when only one frog remains on the game board.

Adaptations & Modifications

- Change the difficulty; puzzles are leveled easy to hard, pick an easier puzzle for an easier game or a harder puzzle for a harder game.

- Target visual perception skills by working on just copying the patterns for puzzle setup.

- Target executive function; use the "think, plan, do" method to first think about the problem, plan a way to solve it, and then do the puzzle.

- Target fine motor skills; holding a small object in the 4th and 5th fingers while the first 3 fingers are manipulating the frog pieces to develop the separation of the two sides of the hands.

Ready Sets Go!
THS73702

Snapshot

Age: 3+ **Players:** 1-4 players **Skill Area:** Planning & Problem Solving

Objective

The object of the game is to collect the most sets. Sets are made by identifying three cards that share a common element.

Adaptations & Modifications

- Change the game by playing one of the many alternative game plays!

- Make it a movement game! Spread cards around the room, players move around to collect sets. Try it on a scooter board, on a swing, or as part of an obstacle course!

- Add a fine motor component by using an old box with a slit cut into the lid to insert found sets!

- Make the game easier by previewing cards and discussing common elements.

- Elicit language skills or target handwriting by writing or telling about the common elements in the set, a story about what is featured in the set, etc.

Rush Hour / Rush Hour Jr.
THP13002 / THP13001

Snapshot

Age: 8+ 5+ for Jr. **Players:** 1 player **Skill Area:** Planning & Problem Solving
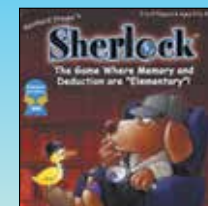
Objective

Move the car pieces on the playing grid to clear a path for the red car (or ice cream truck in the Jr. edition)!

Adaptations & Modifications

- Change the difficulty; use the games built in leveling system for easier or more difficult puzzles.

- Target handwriting and/or language skills; write or tell about directions used to get the car out, write or tell a story about why the car needs to get out so quickly, write or tell the plan for getting the car out!

- Teach problem solving strategies and methods as you play the game!

- Elicit language skills; turn this into a two player game, one person gives directions, the other moves the card!

- Teach self regulation and emotional control. This game can be frustrating and so provides some great opportunities to teach concepts like the size of the problem and strategies for self regulation.

Sherlock: The Game Where Memory and Deduction Are Elementary! THC37904

Snapshot

Age: 5+ **Players:** 2-5 players **Skill Area:** Working Memory

Objective

Advance the "Sherlock" card around the circle by correctly guessing the object on a playing card. Once the Sherlock card reaches a face up card, the player gets to keep that card. The first player with 6 cards wins!

Adaptations & Modifications

- Elicit language; one player verbally gives the directions and their teammate does the action.

- Target team building; work in groups to solve the puzzle.

- Make it virtual; set up the game as described but number each card position 1-8 (for example, with sticky notes). Play the game as directed with the exception that players verbally direct the movement of the Sherlock card (For example, "Place Sherlock at the # 2 spot, move Sherlock to the #8 spot).

- Target handwriting and/or language skills; write or tell about the directions Sherlock took to get to his destination. Work on sequence and recall by asking where Sherlock went first, where he went second, etc.

- Teach executive function strategies for remembering and sequencing through game play.

Created by Allyson Locke, OTR   www.therapro.com

Day And Night
THC50405

Snapshot

Age: 3+
Players: 1 player
Skill Area: Visual Dscrimination

Objective

Use the wooden blocks to copy the design that is pictured on one of the 24 playing cards

Adaptations & Modifications

- Elicit language by asking "wh" questions; "Where is the face?" "what goes next?", "where is the piece?".

- Change the difficulty. Use cards depicting the night version (where only a silhouette of the blocks is shown) to make it harder or use the cards depicting the pieces in full color to make it easier. Cards are leveled, for a harder puzzle choose a higher level card for an easier puzzle choose an easier level card.

- Take the game off the table to target skills like balance and movement. Move the puzzle pieces to different heights or positions to encourage reach. Play this game standing at coun-ter level, add a twist by standing on a balance board or air cushion! Put the puzzle on the floor and play prone supported on forearms, while laying on a swing, or zipping around on a scooter board!

- Target early writing skills. Block pieces create "people shapes", use these as your model for a draw a person task.

- A great game for hand skills! Game play requires inserting puzzle pieces onto wooden dowels, encourage appropriate grasp patterns through play. Work on the separation of the two sides of the hands by holding a small object in the 4th and 5th fingers while the first 3 fingers are manipulating the puzzle pieces.

Colorforms Silly Faces Game
TAS5050

Snapshot

Age: 3+
Players: 2-6 players
Skill Area: Visual Perception

Objective

All players start with a game card that shows a face outline. The objective of the game is to be the first person to build a complete face. Each round, spin the game spinner to add pieces to your face!

Adaptations & Modifications

- Use a visual that demonstrates the com-ponents of a complete face for players still learning these concepts

- Target language or writing skills. Students write or tell about their person. Add details like the person's name, where they live, or what they do for work!

- Work on emotions and self regulations. Discuss what the person may be feeling and what strategies they may use to help them regulate.

- Use a switch adapted spinner for students with access limitations.

- Add a "page fluff", for example a popsicle stick or piece of velcro to the corner of the colorform pieces to make them easier to access.

- Make it virtual. Modify the spinner by adding numbers to each area. With this students can roll a dice on their end or pick a number from a container for game play. The facilitator can add the pieces for the student or the student can draw the face on paper.

Left, Center, Right Dice Game
GAC002 / GAC0106

Snapshot

Age: 5+
Players: 3 or more
Skill Area: Visual Spatial Relations
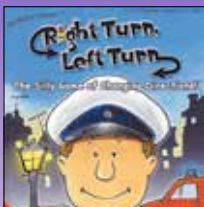
Objective

Take turns passing coins to the player to the right, to the player to the left, or to the center pot based on the dice roll. Be the last player with coins and win the game!

Adaptations & Modifications

- Take the game off the table to target skills like balance and movement. Play this game while zipping around on a scooter board, laying on the floor while prone on forearms, or seated on a therapy ball.

- Work on the separation of the two sides of the hands by holding a small object in the 4th and 5th fingers while the first 3 fingers are manipulating the chips.

- Use visuals that indicate which way is left, right, or center to make the game easier or to reinforce directionality concepts.

- If working on gross grasp patterns use larger manipulatives instead of the chips.

- Store chips in a variety of containers requiring players to open/ close the con-tainer to retrieve their coins. Use an egg carton to hold eggs to reinforce a pincer grasp when retrieving the coins.

- To target in hand manipulation, hold all chips in the hand and work on sliding the chips, one at a time, to the fingertips.

- Insert chips into a "piggy bank" to work on fine motor precision. Insert coins into a tennis ball to target hand strength and bilateral coordination.

- Adapt it! Use the cups to shake the dice if having difficulty.

Right Turn Left Turn: The Silly Game of Changing Directions! THC37901

Snapshot

Age: 6+
Players: 2-8 players
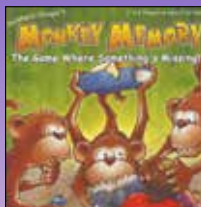**Skill Area:** Visual Spatial Relations

Objective

Figure out the destination the officer will be going to after following a set of directions. The first player to get it right collects the direction card. The player with the most direction cards wins!

Adaptations & Modifications

- Change the difficulty. Instead of everyone competing to be the first to figure it out, slow down the pace by taking turns. Alternatively, remove the backward facing officer cards to make to eliminate some complexity.

- Use visuals to support the learning of directional concepts.

- Target handwriting and/or language skills; write or tell about the directions the officer took to get to his destination. Add creativ-ity by coming up with fun destinations for the officer. Work on sequence and recall by asking where the officer went first, where he went second, etc.

- This game easily lends itself to virtual therapy. Simple set up the board as described and use your device to display to all players screens. Directions can be read for improved clarity!

Monkey Memory: The Game Where Something's Missing! THC37905

Snapshot

Age: 5-Adult
Players: 2-8 players
Skill Area: Visual Memory

Objective

Figure out which object card was removed from the set! Points are awarded for correct responses, the player with the most points wins!

Adaptations & Modifications

- Target handwriting; players write their responses instead of placing their thumbs over their choice.

- Teach Executive Function skills; practice strategies for remembering items.

- Change the difficulty; use fewer object cards to make it easier, use more object cards to make it harder.

- Make it virtual; set up the game as described projecting the cards to players. Players write the object they believe is missing on a whiteboard, paper, etc. On the count of 3 everyone reveals their answer!

Catch The Match
THC37902

Snapshot

Age: 5+
Players: 2-8 players
Skill Area: Visual Dscrimination

Objective

Two cards with 15 objects on them are played face up. The first player to find the object that is the same on both cards gets one of the cards. The player with the most cards at the end of the game wins!

Adaptations & Modifications

- Change the difficulty. Play with 3 cards instead of 2 to make it harder. Take turns playing rather than playing as a group to make it easier. Allow the student to pre-view one of the cards before it is played.

- Make it a single player game; race the clock how many can you find in 2 minutes.

- Elicit language skills, ask WH questions like "what color is it" who found the match "where was it? Or describe the objects found by color, shape

- To target form constancy, change the rules. Find the objects that are the same even though they are in different positions on the cards, are in different orientations or their color is different.

- Target handwriting; make a list of objects found.

- Make it virtual. Set up the game as described except project the card images onto the screen. Use talleys to keep score instead of collecting cards.

Pop For Sight Words Game
THL55501

Snapshot

Age: Grades K+ **Players:** 2-4 players **Skill Area:** Literacy

Objective

Grab a popcorn piece from the box, if you read it correctly you get to keep the piece! Watch out for the "pop" pieces! The player with the most popcorn pieces at the end wins!

Adaptations & Modifications

- Target fine motor skills by placing game pieces in small containers (like egg cartons) to encourage players to use a pincer grasp when picking up pieces.
- To target handwriting, players write the words they created Use the list to keep score! Modify game play so that the object of the game is to create a sentence using a predetermined number of popcorn pieces.
- Make it virtual. Place pieces in a numbered grid. Players use a virtual spinner or simply draw numbers from a container to pick the popcorn piece!
- Target language by expanding game play to have players tell a story using the words they pulled.
- Make it a movement game. Place pieces around the room for players to collect. Get creative! Use scooter boards, incorporate popcorn pieces into an obstacle course, or hide them under large pillows or other items in the room!

Pop For Word Families Game
THL55502

Snapshot

Age: Grades 1+ **Players:** 2-4 players **Skill Area:** Literacy

Objective

Grab a popcorn piece from the box and create words using the spelling of that ending e.g "-and" or "_up." Watch out for the "pop" pieces! The player with the most popcorn pieces at the end wins!

Adaptations & Modifications

- To target handwriting, players write the words they created. Use the list to keep score!
- Target fine motor skills by placing game pieces in small containers (like egg cartons) to encourage players to use a pincer grasp when picking up pieces.
- Make it a movement game. Place pieces around the room for players to collect. Get creative! Use scooter boards, incorporate popcorn pieces into an obstacle course, or hide them under large pillows or other items in the room!
- Target language by expanding game play to have players tell a story using the words they created.
- Make it virtual. Place pieces in a numbered grid. Players use a virtual spinner or simply draw numbers from a container to pick the popcorn piece!

Pop For Blends Game
THL55503

Snapshot

Age: Grades 1+ **Players:** 2-4 players **Skill Area:** Literacy & Articulation

Objective

Grab a popcorn piece and build a word with that beginning blend or digraph. Pull out a POP kernel, and all your pieces go back!

Adaptations & Modifications

- To target handwriting, modify game play so that players write sentences using the words they created. Use the sentences to keep score (whoever has the most sentences at the end wins!) or make it more interesting by voting for the favorite sentence at the end!
- Target fine motor skills by placing game pieces in small containers (like egg cartons) to encourage players to use a pincer grasp when picking up pieces.
- Make it virtual. Place pieces in a numbered grid. Players use a virtual spinner or simply draw numbers from a container to pick the popcorn piece!
- Make it a movement game. Place pieces around the room for players to collect. Get creative! Use scooter boards, incorporate popcorn pieces into an obstacle course, or hide them under large pillows or other items in the room!
- Target language by expanding game play to have players tell a story using the words they created.

NOVENOPS!
THP1510

Snapshot

Age: 6+ **Players:** 3-6 players **Skill Area:** Sentence structure & grammar

Objective

A NOVENOP is an acronym created from the words NOun, VErb, NOun, and Phrase. The goal of the game is to be the first player to discard all of the cards in their hand. Along the way players create crazy sentences and learn about sentence structure!

Adaptations & Modifications

- To make this game more exciting for kids who have already used it, throw in the action cards!
- Target social skills; facilitate conversational exchanges by using visuals or modeling phrases like "your turn/ my turn" and "good job".
- To target handwriting, modify game play so that players write the sentences that are created along the way. Use the sentences to keep score (whoever has the most sentences at the end wins!) or make it more interesting by voting for the favorite sentence at the end!
- Elicit language skills; expand on game play by asking WH questions like, "Where did the astronaut go?", "Who Moved?, "What happened?".
- Lends itself well to be played in alternate positions like sitting on a therapy ball or laying prone supporting through the forearms.
- For virtual learning, instead of dealing cards to players, set up each category of cards into 6 piles. On each player's turn they will roll a dice, the corresponding card from the pile will be placed on the game board, moving the sentence as you would do in normal game play. The game ends when a pile is exhausted, when a set number of sentences has been created, or when time is up!

Letter Treasure Hunt
THP1525

Snapshot

Age: 5+ **Players:** 1-4 players **Skill Area:** Handwriting

Objective

Be the first to find all of the predetermined amount of letters and bury their treasure on island X. Along the way players perform "captain's orders" (gross motor movements) and write the treasures they find in their captain's log.

Adaptations & Modifications

- Make it a 1 player game; omit the spinner and untold adventure cards, the player simply visits each island in alphabetical order, thinks of a word that starts with that letter, and writes it in their log.
- Use cursive instead of script or capitals in place of lowercase.
- Target reading; use written words instead of pictures to label treasures at each island.
- Use alternatives to log the treasures found; try raised lined handwriting paper, type the treasures, or place sandpaper under the log when writing.
- Make it a team game. As a group decide on a word to spell out. Each player hunts for the letters individually to contribute to the team's goal.
- Target letter sounds; layers give the letter sound for the island they land on
- Use accommodations like slant boards, weighted pencils, or pencil grips.
- Make it virtual; set up the game as described with a few changes. Spin the spinner for each player or use a virtual spinner option. Players write their treasures on paper they have available or type it.